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Caverns of Callisto

CAVERNS OF CALLISTO

By Chuckles

On a routine mission to Callisto, you are faced with mutated life forms which have ravaged your patrol ship, taken several parts, (including its ion drive,) and fled into the caverns that honeycomb the surface of this small moon! Now, not only do you have to explore the moon, but you must also recover the parts of your ship in order to return to your base. There were forty panels taken and strewn throughout the caverns, plus your ion drive, probably hidden in the deepest part of the caverns. Once you have recovered all the items, you must return to your crippled patrol ship to affect repairs.

Space Fleet engineers started excavations on Callisto in order to mine the valuable liquid 'plimsil'. Plimsil is the natural chemical used to protect vessels from contact with alien creatures. (When combined with the materials used in spacecraft and spacesuits, plimsil has the effect of causing creatures it contacts to explode.) As it stands, the caverns are divided into five chambers. When a sixth chamber was begun, a large pocket of plimsil was opened, flooding the other five chambers. This flood forced the miners to flee, leaving their fuel canisters and other equipment behind. The plimsil has subsided by now, although there are pools of the liquid all over the caverns which may be used for temporary protection from most of the cavern creatures.

The engineers had built large doors to separate each chamber from the others in the event that such a disaster did occur, but they were unable to complete the liquid-tight seals. When the chambers started to flood, the doors closed, but the plimsil leaked past them. In order to reopen the doors, you must find keys located somewhere in each chamber.

Your weapon is a High-Energy Plasma Rifle, capable of destroying almost anything that moves. **WARNING:** Do not abuse this unit. It will overheat with too much use, rendering it temporarily inoperative. The TEMP gauge will display the gun temperature at any given time.

The other gauge is your FUEL gauge. An alarm will sound when you have less than $\frac{1}{4}$ of a tank left. **DO NOT** let this gauge fall to empty. Landing on the canisters scattered throughout the caverns will refill your own fuel canister.

CONTROLS:

JOYSTICK — used to guide your trooper through the caverns

BUTTON 1 — fire button

BUTTON 0 — turns the trooper to the direction indicated by the horizontal position of the joystick. NOTE: The trooper can only fire in the direction he is facing. To shoot straight up or down, center the joystick horizontally, and press button 0 to face out of the screen; now the trooper will shoot up or down, according to the joystick.

ESC — freeze the game

SCORING:

CREATURES — earn points according to the type of creature and the chamber in which it was killed.

PANELS — 100-500

KEYS — 1,000-5,000

NEW CHAMBER — 10,000-50,000 (first time only)

ION DRIVE — 100,000

GAME COMPLETE — 100,000

* GAME NOTES *

The game is completed when you recover all forty panels and the ion drive and return to the opening of the caverns, where you started.

Bonus troopers are awarded when you pick up a key, recover the ion drive, and when you enter a new chamber for the first time.



— Troopers Remaining



— Fuel Canister



— Key



— Panel



— Ion Drive



— Door Between Levels



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